UVI
sounds and software

User Guide

© UVI.net

> DO NOT USE THIS PRODUCT UNTIL YOU HAVE READ THE FOLLOWING LICENSE AGREEMENT.

BY USING THIS PRODUCT (OR AUTHORIZING ANY OTHER PERSON TO DO SO) YOU ACCEPT THIS AGREEMENT.

Sounds & Software License Agreement

NOTE :
COPYRIGHT LAWS HAVE RECENTLY BEEN STRENGTHENED. IT IS IN YOUR BEST INTEREST TO READ AND FOLLOW THIS AGREEMENT.

This copy of the Sounds & Software (the Product) are licensed to you as the end user. Please read this Agreement carefully.

You cannot transfer ownership of these Sounds and Software they contain. You cannot re-sell or copy the Product.

LICENSE AND PROTECTION

1. License Grant.

UVI, brand (UVI) grants to you, subject to the following terms and conditions, a non-exclusive, nontransferable right to use each authorized copy of the enclosed Product.

The enclosed product is the property of UVI and is licensed to you only for use as part of a musical performance, live or recorded. This license expressly forbids resale or other distribution of the sounds and software included in the Product or their derivatives, either as they exist on disc, reformatted for use in another digital sampler, or mixed, combined, filtered, resynthesized or otherwise edited, for use as sounds, multisounds, samples, multisamples, wavetables, programs or patches in a sampler, microchip or any hardware or software sample playback device.

You cannot sell the Product content or give it away for use by others in their sampling or sample playback devices. In the event UVI terminates this Agreement due to your breach, you agree to return the original and all other copies of the software and documentation to UVI.

UVI reserves all rights not expressly granted to you.

2. Protection of Software.

You agree to take all reasonable steps to protect this product and any accompanying documentation from unauthorized copying or use. You agree not to modify the enclosed product to circumvent any method or means adopted or implemented by UVI to protect against or iscourage the unlicensed use of copying of the enclosed Product.

3. Ownership.

As between you and UVI, ownership of, and title to, the enclosed digitally recorded sounds (including any copies) will be held by UVI. Copies are provided to you only to enable you to exercise your rights under the license.

Only this license is purchased by you.

4. Term.

This Agreement is effective from the date you open this package, and will remain in full force until termination. This Agreement will terminate if you break any of the terms or conditions of this Agreement. Upon termination you agree to destroy and return to UVI all copies of this product and accompanying documentation.

5. Restrictions.

Except as expressly authorized in this Agreement, you may not rent, sell, lease, sublicense, distribute, transfer, copy, reproduce, display, modify or time share the enclosed product or documentation.

THE SOUNDS IN THIS INSTRUMENT ARE GUARANTEED TO BE 100% COPYRIGHT CLEAN

© UVI.net.

All rights reserved. All trademarks are the property of their respective holders.

UVI.net is a registered trademark of Univers Sons, SA

UVI

sounds and software

TABLE OF CONTENTS

Thanks for purchasing ! 4

Installation 5

- Installation on Mac

- Installation on PC

Construction Kits organisation 6

Construction Kits contents 7

X-Samples 9

UES CarminePoly 10

UES DirtyMONO 11

UES DrumShaper 13

UES MissionControl 16

UES SweepMachine 17

Credits 18

THANKS FOR PURCHASING

Create your own way. Simply yours.

UVI Electro Suite is a unique compilation of powerful instruments and a huge sample pack (featuring construction kits, loops and single elements) exclusively dedicated to Electronic Dance Music.

The 5 easy-to-use included instruments and tools are :

- UES CarminePoly: exclusive polyphonic synth with attitude.

- UES DirtyMONO: a crazy monophonic synth with smart phraser.

- UES DrumShaper: the easiest and fastest way to: build new fresh kicks, claps, snares & hats and create even a pattern while shaping sounds.

- UES MissionControl: Pick any loop from the construction kits to automatically mix and match the sounds together.

- UES SweepMachine: a must-have tool for noise sweeps creation.

Electro Suite also features a complete sound library of 80 hi-profile construction kits, with all composing elements: thousands of drum loops, single hits, instruments and more.

Every sound was carefully recorded at 24/96 kHz with the very best analog tools, mastered to perfection and converted to 16/44.1 kHz.

The UVI X-Samples category contains hundreds of playable presets chopped from the construction kits. No longer need to cut sounds up yourself from the loops !

Simple use, smart tools, powerful instruments, quick match, premium sample material and customizable sounds: create modern dance, electro and club hits you've ever dreamed of!

We wish you the best musical experience !

The UVI Team.

UVI WORKSTATION

This is the official free player to load and use the all the UVI sounds & instruments available today. Stay tuned at www.uvi.net to get the last infos.

- New single mode for loading next generation of UVI sounds and instruments
- Compatible with the UVI scripted instruments
- Powerful Arpeggiator, extremely flexible and complete
- Easy to use Search Engine to find quickly what you're looking for
- Universal compatibility Mac / PC
- Operate in full 64 bits on Mac / PC
- Manage instruments and loops in the same interface
- Smart integrated browser
- Convenient mixing environment with meters, mute, solo, volume, pan...
- Unlimited parts
- Up to 64 MIDI channels
- Disk streaming per part
- Multiple separate outputs
- MIDI learn
- Expert mode
- Cross-platform Multis & all host compatible
- Unlimited FX
- Complete professional effects arsenal, with easy editing
(delay, reverb, phaser, chorus, EQ, filter, drive, distortion, compressor...)
- Excellent sounding convolution reverb
- Direct sync to host : tempo & transport
- State-of-the-art real-time time-stretch algorithm
- Real-time sync to the beat: loops are always in time
- Latch mode
- Sample/Slice Start for loops and phrases
- Drag & Drop MIDI & Audio
- Import REX files, Apple Loops, AIFF, WAV and more...
- Expandable with all UVI sounds and instruments
- Direct connection to the UVI.net RSS feed

> iLok key needed !

To be able to load sounds from this product, you'll need an iLok key as well as an iLok.com account.

And if you experience any problem our support is here to help : support@uvi.net.

MachFive 3 by MOTU > Universal & Creative Sampler

If you want to go deeper on the editing and get access to the best time stretch, granular and other synth engine, note that the incredible MOTU MachFive 3 is the big brother of UVI Workstation.

Check out www.motu.com for more infos about MachFive 3

INSTALLING THE UFS FILE

The UFS file is the actual sound-bank file, where every data Electro Suite needs is located: samples, presets, scripts, FX, impulse responses, etc.

Once it's installed following the procedure below, you will be able to load the presets within the UVI Workstation 2 or MachFive 3.

Stand Alone
Audio Units
RTAS
VST
MAS
> using UVI Workstation 2 or MOTU MachFive 3

> Minimum System Requirements

- MacIntel processors
- 2 GB of RAM
- 5 GB of hardisk space

- MAC OS X 10.5 or higher
- Hard Drive: when using Streaming, faster drive will allow more voices to play

- UVI Workstation 2.0.4 or MOTU MachFive 3.1 installed

> How to install the UFS file

Copy the UFS file in this location :
[your startup disk]/Library/Application Support/UVISoundBanks

You can also drop an alias of this file in this location, provided they have the same name
(not My soundpack.ufs alias for instance)

Stand Alone
VST
RTAS
> using UVI Workstation 2 or MOTU MachFive 3

> Minimum System Requirements

- Core duo or faster
- 1 GB of RAM
- 5 GB of hardisk space

- Windows XP SP2 or higher version, Windows Vista
- Hard Drive: when using Streaming, faster drive will allow more voices to play

- UVI Workstation 2.0.4 or MOTU MachFive 3.1 installed

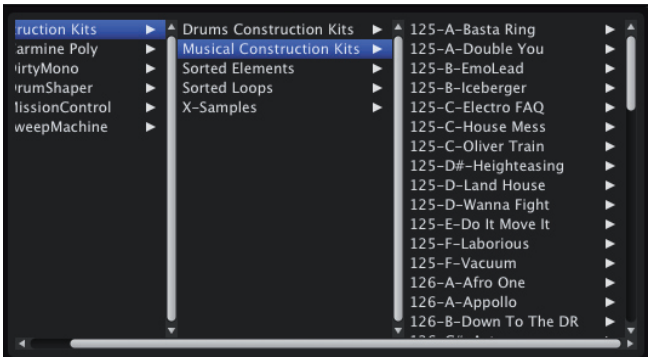
> How to install the UFS file

Copy the UFS file in this location :
C:\Program Files\UVISoundBanks.

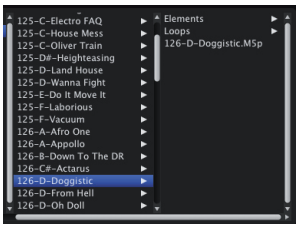
You can also drop a shortcut to this file in this location, provided they have the same name (not Shortcut to My soundpack.ufs for instance)

CONSTRUCTION KITS ORGANISATION

> Electro Suite contains 80 construction kits, organized in folders. (60 Musical Construction Kits and 20 Drums Construction Kits)



> The construction kit preset lies at the root of every folder. Find there most sounds of the corresponding construction kits mapped in sections. You'll find more info in the preset itself.



> In Single view every preset has got a comprehensive description : key & chords, key-range, macro knobs infos...

NOTE 1:
All the tempo-synced samples from the preset menu will automatically sync to your host tempo, or the global tempo if you work with the stand alone mode of the UVI Workstation or MachFive 3.

NOTE 2:
A construction kit preset is a selection, feel free to search into the other folders.

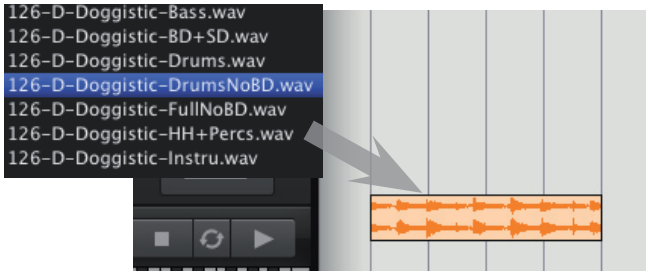
> In the sub-folders, you will find Wave audio files that you can use inside the UVI Workstation 2 or MachFive 3, or simply drag & drop them wherever you want (host, desktop...)

Check out UVI Workstation 2 and/or MachFive 3 user guides to learn how to optimize your workflow with loops and phrases.

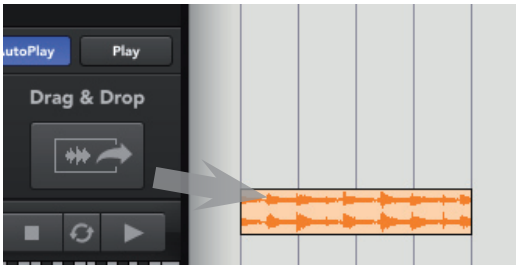
DRAG AND DROP WITH UVI WORKSTATION

> Drag and Drop files from the UVI Workstation browser.

When loading and listening sounds from the browser, you can simply drag and drop the original file to the desired location. Note that doing this from the browser you will get the original file, at the original tempo.



> Drag and Drop sounds from the Single view



When a sound file is loaded and you're set in the Single view, drag and drop with the icon (as showed in the above picture) will export the audio file at the host tempo (or UVI Workstation's tempo).

Tip: you can use the arrow in the single view to browse and drag and drop quickly.

> The «Sorted Elements» and «Sorted Loops» folders only contain sound files organized by type. (Drums, HH, Synth, Hits ...).

CONSTRUCTION KITS CONTENTS

Drums Construction Kits

126-Delicious	5 Loops	19 Elements
128-Air Beat	4 Loops	30 Elements
128-Clu Beat	4 Loops	19 Elements
128-Da Buzz	4 Loops	21 Elements
128-Djembe Nerd	11 Loops	14 Elements
128-Fiesta Beer	4 Loops	23 Elements
128-Funkyness	4 Loops	10 Elements
128-Lost In Dance	5 Loops	22 Elements
128-Miamibiza	4 Loops	15 Elements
128-Mixing Genre	6 Loops	14 Elements
128-Motor Clap	4 Loops	34 Elements
128-My Pride	5 Loops	14 Elements
128-Santiago	4 Loops	24 Elements
128-Twenty Times	5 Loops	14 Elements
128-Working Flow	4 Loops	6 Elements
130-Chorus Line	4 Loops	6 Elements
130-Fat and Co	4 Loops	17 Elements
132-Big Clapping	5 Loops	6 Elements
132-Chanon	5 Loops	16 Elements
132-In The Club	4 Loops	12 Elements

Musical Construction Kits

125-A-Basta Ring	9 Loops	9 Elements
125-A-Double You	8 Loops	12 Elements
125-B-EmoLead	11 Loops	8 Elements
125-B-Iceberger	10 Loops	8 Elements
125-C-Electro FAQ	9 Loops	16 Elements
125-C-House Mess	11 Loops	12 Elements
125-C-Oliver Train	9 Loops	10 Elements
125-D-Land House	8 Loops	15 Elements
125-D-Wanna Fight	8 Loops	12 Elements
125-D#-Heighteasing	8 Loops	11 Elements
125-E-Do It Move It	11 Loops	15 Elements
125-F-Laborious	12 Loops	16 Elements
125-F-Vacuum	9 Loops	13 Elements
126-A-Afro One	12 Loops	10 Elements
126-A-Appollo	11 Loops	11 Elements
126-B-Down To DR	9 Loops	12 Elements
126-C#-Actarus	8 Loops	14 Elements
126-D-Doggistic	7 Loops	12 Elements
126-D-From Hell	11 Loops	11 Elements
126-D-Oh Doll	10 Loops	12 Elements
126-D-Perc Lounge	12 Loops	9 Elements
126-E-Bread Of Sugar	9 Loops	9 Elements
126-F-Rider	8 Loops	9 Elements
126-F#-Two LFOs	12 Loops	13 Elements
127-C#-Say What	9 Loops	11 Elements
127-D#-Progress Work	10 Loops	10 Elements
128-A-Liberation	8 Loops	18 Elements
128-A-Pianoptical	15 Loops	10 Elements
128-A-Pure 80s	10 Loops	9 Elements
128-A-Too Hot	9 Loops	12 Elements
128-A#-Nelly Dream	15 Loops	9 Elements
128-B-Pop Tek	8 Loops	10 Elements
128-C-Out Of The Box	12 Loops	16 Elements
128-C#-Happy End	10 Loops	9 Elements

128-C#-Home Age	9 Loops	8 Elements
128-D-City Mobile	8 Loops	12 Elements
128-D-LOL To Date	10 Loops	17 Elements
128-D-Rock Steady	9 Loops	5 Elements
128-D#-Hall Thug	9 Loops	7 Elements
128-D#-Jack In	10 Loops	12 Elements
128-D#-Men Da Riot	8 Loops	11 Elements
128-D#-Number One	10 Loops	7 Elements
128-D#-Yes We Can	8 Loops	9 Elements
128-E-Blond Maniac	9 Loops	26 Elements
128-E-Confidential	9 Loops	9 Elements
128-E-Domestic	10 Loops	14 Elements
128-E-Hardy Soon	10 Loops	9 Elements
128-E-Nectar Club	12 Loops	10 Elements
128-E-Tech All	8 Loops	13 Elements
128-E-Typical D	7 Loops	14 Elements
128-E-VIPing	14 Loops	5 Elements
128-F#-On Fire	10 Loops	20 Elements
128-G-Elasti City	9 Loops	14 Elements
128-G-House App	9 Loops	6 Elements
128-G-Loungistic	11 Loops	7 Elements
130-B-Vulcania	9 Loops	12 Elements
130-C-Old Nerd	8 Loops	11 Elements
130-C#-Just Like That	11 Loops	12 Elements
130-G-My Bipper	12 Loops	5 Elements
132-A-From River	10 Loops	21 Elements

Sorted Elements & Loops

Located in the Construction Kit folders, these folders are a convenient way to find your sound in the Electro Suite library and use it in any software or even hardware compatible with standard WAV soundfiles.

Sorted Elements

1- Bass Drum	215 samples
2- Snare Drum	267 samples
3- Hand Clap	199 samples
4- Hi-Hats	154 samples
5- Percussion / Cymbals	136 samples
6- Synths	23 samples
7- Hits	15 samples
8- Miscs	37 samples

Sorted Loops

1- FullNoBD 60 loops
Full construction kits beats without BD suited for sidechain compression

2- Drums 82 loops

3- DrumsNoBD 81 loops
Full drumloops without BD suited for sidechain compression

4- Instrumental 60 loops
Complete instrumental without drums

5- BD+SD 80 loops

6- HH 56 loops

7- Percs-Misc 93 loops

8- Bass 48 loops

9- Synths 111 loops

X-SAMPLES PRESETS LIST

The X-Samples category contains hundreds of presets chopped from the construction kits and ready to be played.

Bass

Bass-Actarus
Bass-Afro One
Bass-Basta Ring
Bass-Blond Maniac
Bass-Bread Of Sugar
Bass-City Mobile
Bass-Do It Move It
Bass-Doggistic.M5p
Bass-Down To The DR
Bass-Elasti City
Bass-Emolead
Bass-From Hell
Bass-From River
Bass-Hall Thug
Bass-Hardy Soon
Bass-Heighteasing
Bass-Home Age
Bass-House App
Bass-Jack In
Bass-Just Like That
Bass-Laborious
Bass-Liberation
Bass-Loungistic
Bass-My Bipper
Bass-Nectar Club
Bass-Nelly Dream
Bass-Number One
Bass-Oh Doll
Bass-Old Nerd
Bass-Oliver Train
Bass-On Fire
Bass-Out Of The Box
Bass-Perc Lounge
Bass-Pianoptical
Bass-Pop Tek
Bass-Progressive Work
Bass-Pure 80s
Bass-Rider
Bass-Rock Steady
Bass-Say What
Bass-Too Hot
Bass-Two LFOs
Bass-Typical D
Bass-Vacuum
Bass-Vulcania
Bass-Wanna Fight

Bell, Piano ...

Bell-Hardy Soon
Glock-Loungistic
Key-Men Da Riot
Key-Pianoptical
Piano-Pianoptical
Pizz-DoubleYou
Pizz-Hardy Soon
Pizz-On Fire

Guitar

Guitar-Do It Move It
Guitar-Happy End
Guitar-Home Age
Guitar-House Mess
Guitar-Nectar Club
Guitar-Tech All

Hits

Hit-Afro One
Hit-Hall Thug
Hit-Nectar Club
Hit-On Fire
Hit-Out Of The Box

Lead - Pad

Lead-Bread Of Sugar
Lead-Happy End
Lead-Home Age
Lead-Jack In
Lead-Pure 80s
Lead-Too Hot
Pad-Progressive Work
Pad-VIPing

Synth-Seq

Synth-Actarus 1
Synth-Actarus 2
Synth-Afro One 1
Synth-Afro One 2
Synth-Appollo 1
Synth-Appollo 2
Synth-Basta Ring 1
Synth-Basta Ring 2
Synth-Blond Maniac
Synth-City Mobile
Synth-Confidential
Synth-Do It Move It
Synth-Domestic 1
Synth-Domestic 2
Synth-DoubleYou
Synth-Down To The DR 1
Synth-Down To The DR 2
Synth-Down To The DR 3
Synth-Elasti City
Synth-Electro FAQ
Synth-EmoLead
Synth-From Hell 1
Synth-From Hell 2
Synth-From Hell 3
Synth-From River
Synth-Hall Thug
Synth-Happy End
Synth-Hardy Soon 1
Synth-Hardy Soon 2
Synth-Heighteasing
Synth-House App 1
Synth-House App 2
Synth-House App 3
Synth-Iceberger 1
Synth-Iceberger 2
Synth-Jack In 1
Synth-Jack In 2
Synth-Just Like That 1
Synth-Just Like That 2
Synth-Laborious 1
Synth-Laborious 2
Synth-Laborious 3
Synth-Land House
Synth-Liberation 1
Synth-Liberation 2
Synth-Liberation 3
Synth-LOL To Date 1
Synth-LOL To Date 2
Synth-Loungistic 1
Synth-Loungistic 2
Synth-Loungistic 3
Synth-Men Da Riot
Synth-My Bipper 1
Synth-My Bipper 2
Synth-My Bipper 3
Synth-Nectar Club
Synth-Nelly Dream 1
Synth-Nelly Dream 2
Synth-Number One 1
Synth-Number One 2
Synth-Oh Doll 1
Synth-Oh Doll 2
Synth-Oh Doll 3
Synth-Old Nerd
Synth-Oliver Train 1
Synth-Oliver Train 2
Synth-On Fire 1
Synth-On Fire 2
Synth-Out Of The Box
Synth-Perc Lounge 1
Synth-Perc Lounge 2
Synth-Perc Lounge 3
Synth-Pop Tek
Synth-Progressive Work
Synth-Rider 1
Synth-Rider 2
Synth-Rock Steady 1
Synth-Rock Steady 2
Synth-Tech All
Synth-Two LFOs
Synth-Typical D 1
Synth-Typical D 2
Synth-Typical D 3
Synth-Vacuum
Synth-VIPing
Synth-Vulcania 1
Synth-Vulcania 2
Synth-Vulcania 3
Synth-Wanna Fight 1
Synth-Wanna Fight 2
Synth-Yes We Can 1
Synth-Yes We Can 2
Synth-Yes We Can 3

UES CarminePoly is an exclusive polyphonic synth with attitude. It features two hybrid VCOs containing both stereo, unison and raw waveforms using a deep sampling method rather than modeling - it sounds better and takes way less CPU :-) -. These VCOs can be mixed, panned, transposed and are going through a juicy analog modeled filter with full controls like cutoff, Q and drive. At the last stage, four excellent FXs will master the whole thing : a powerful Drive to add harmonics and dirtiness, the famous UVI Delay and Phaser, and the all new Sparkle reverb, magnificent on synth textures. UES CarminePoly is supplied with 20 presets ready to be tweaked by your own hands !

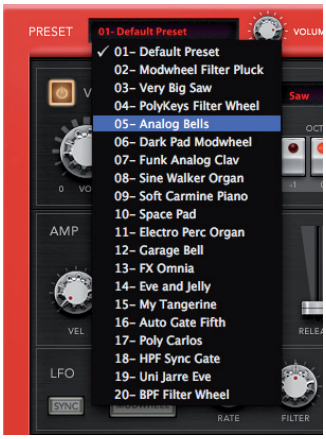
> STARTING

After loading the UES CarminePoly preset into the UVI Workstation or MachFive 3, you'll find the following graphic interface.

The included features allow to tweak the sounds in a very easy way.

> PRESETS

To browse in preset's list just click on the menu and select the preset you want to be loaded.



> VCO 1 & 2

- ON/OFF — Enable or disable the oscillator
- LIST — Select VCO's waveform
- VOL — Adjust volume level of the oscillator
- COARSE — Coarse tune in semitones from -24 to +24
- FINE — Fine tune in cents from - 100 to +100
- PAN — Adjust the panoramic of the oscillator
- OCTAVE — From -1 to +1 Octave

> AMP

- VEL — Amount of velocity applied to the AMP envelope
- ATTACK /... — Typical setting of ADSR envelope

> FILTER

- TYPE — Select the filter type (LPF, BPF & HPF)
- CUTOFF — Cutoff frequency
- Q — Resonance of the filter
- DRIVE — Change the harmonics of filter
- OFFSET — Add a frequency offset in semitones between VCO1's filter and VCO2's filter
- MODWHEEL — On/Off connect the Cutoff frequency to the modwheel
- ATTACK /... — Typical setting of ADSR envelope
- DEPTH — Amount of the ADSR applied to the filter

> LFO

- LIST — Select waveform
- SYNC — Sync LFO rate to the host tempo
- RATE — Speed of the LFO
- CUTOFF — Amount of LFO applied on Filter
- PITCH — Amount of LFO applied on Pitch
- MODWHEEL — Connect the LFO Depth to the modwheel

> GLIDE

Adjust the portamento time

> FX Panel

- **DRIVE** — Enable/Disable the Drive effect
- Knob — Adjust the Dry/Wet weighting
- **PHASER** — Enable/Disable the Phaser effect
- Knob — Adjust the Dry/Wet weighting
- **DELAY** — Enable/Disable the Delay effect
- Knob — Adjust the Dry/Wet weighting
- **SPARKLE** — Enable/Disable the Sparkle effect
- Knob — Adjust the Dry/Wet weighting

UES DirtyMONO is a very cool and pretty crazy monophonic synth with a smart phraser. It's not your usual analog modeled mono synth as it contains 4 sounds generators : VCO1 dedicated to pure analog rendered wavetables, VCO2 a digitalish deeply multi-sampled oscillator for today electro music genre, a fat analog sub oscillator and an analog sampled noise. All can be mixed and direct to one of the fatest low pass filter you'll find on software instrument. Other shaping tools like LFOs, envelope and FX will boost this synth to the most analog sounding ecstasy. The phraser is so easy and efficient with its record features, that you'll certainly use it every day.

> STARTING

After loading a preset into the UVI Workstation or MachFive 3, you'll find the following graphic interfaces for each of the UES DirtyMONO presets.

The included features allow to tweak the sounds in a very easy way.

> VCO 1 - pure analog waveforms -

• ON/OFF	Enable/disable the oscillator
• LIST	Select waveform
• VOL	Volume level
• OCTAVE	From -1 to +1 Octave

> VCO 2 - digital -

• ON/OFF	Enable/disable Oscillator
• VOL	Volume Level
• HPF	Cutoff frequency of the high-pass filter
• TUNE	Coarse tune in semitones, from -24 to +24

> SUB & NOISE

• ON/OFF	Enable/disable Oscillator
• VOL	Volume Level

> FILTER

• CUT OFF / RES	Low pass filter, cut off and resonance (RES)
• DRIVE	Change the harmonics of the filter
• MODWHEEL	To control the cutoff frequency from the modwheel

> ENVELOPE

• ATTACK...	Typical ADSR envelope settings
• VEL	Amount of velocity applied to the sound
• DEPTH	Depth of the ADSR action

Note: the envelope is applied on both volume and filter

> LFO

• COMBO LIST	Select Waveform of the LFO
• SYNC	Enable/Disable Sync LFO to Host Tempo
• RATE	Speed of the LFO
• CUTOFF	Amount of LFO applied to Filter
• PITCH	Amount of LFO applied to Pitch
• MODWHEEL	Control the LFO Depth to the modwheel

> PITCH

• MONO MODE	Select portamento mode
• GLIDE	Adjust the Portamento Time
• BEND AMT	Adjust the Pitch Bend limit in semitones

> BIT CRUSHER

• ON/OFF	Enable/Disable effect
• BIT	from 0 to 24 bit
• FREQUENCY	from 0 to 48 000 Hz.
• DRIVE	add drive to the output.

> PHASER

• ON/OFF	Enable/Disable effect
• SYNC	Sync Phaser speed to host tempo
• SPEED	Adjust Phaser speed
• DEPTH	Adjust the amount of the effect
• FEEDBACK	Adjust the amount of reinjected signal.

> DELAY

• ON/OFF	Enable/Disable effect
• MIX	Adjust the Dry/Wet weighting
• TIME	Adjust the delay time
• FEEDBACK	Adjust the amount of reinjected signal
• CUTOFF	Adjust the filter cutoff of the delayed signal
• SPREAD	Adjust the stereo spread of the delayed signal

> SPARKLE (REVERB)

• MIX	Adjust the Dry/Wet weighting
• SIZE	Adjust the size of the room
• DECAY	Adjust the RT60 of the reverb
• LO DECAY	Adjust the level under the cross-over frequency
• X-OVER 1	Adjust the crossover frequency of the low decay
• HI DECAY	Adjust the level beyond the cross-over frequency
• X-OVER 2	Adjust the crossover frequency of the high decay

The PHRASER included in UES DirtyMONO allows you to create or play a step sequence in a super easy way. You can record the steps using your MIDI keyboard : just press record and play the keys, the number of steps will be adjusted to the number of notes played (you can change it at any time though). You can also create you phrase step by step using the graphical editor or even combine both way.

Enable/disable the Phraser

Select the speed of the Phraser

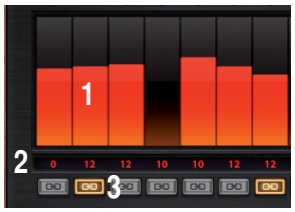
Adjust the amount of Extra Groove.

Adjust the note length

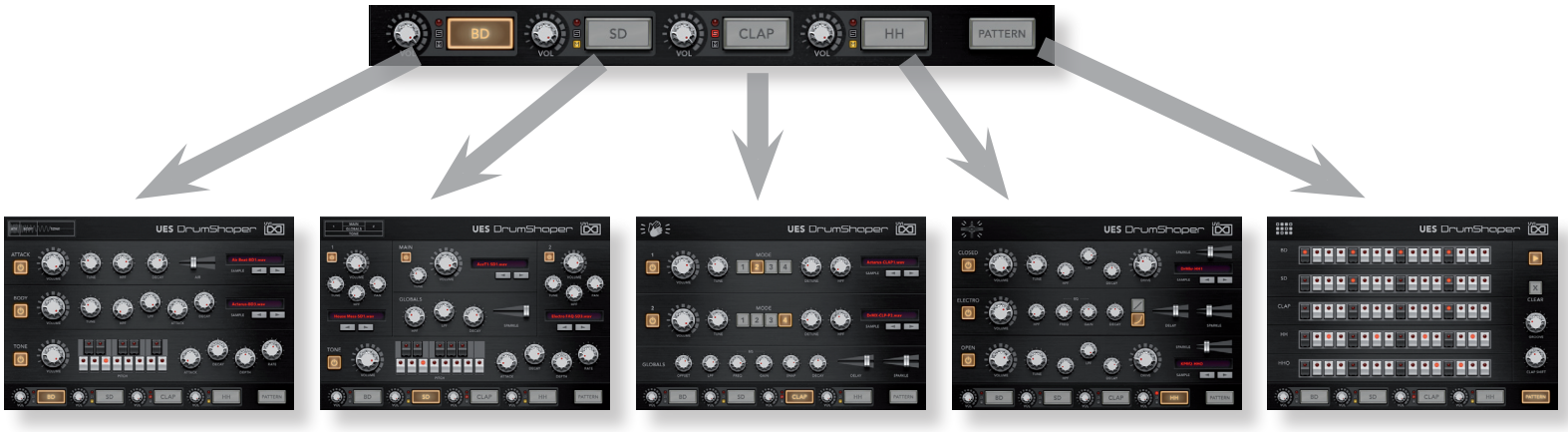
Enable/Disable the recording of a phrase

add a blank step to a phrase

Select the number of steps played



1 - COLUMN	Adjust the velocity of a step
2 - PITCH	Adjust the pitch of a step (in semitones)
3 - LINK	Link a step to the previous one



UES DrumShaper is a unique tool dedicated to the most useful rhythm elements used in any kind of today's Electro genre: BD (bass drum), SD (snare drum), Claps & HH. Combining very high end and precisely selected samples with the most advanced analog drum modeling and a smart selection of parameters, you will be able to build your own kicks, claps, snares & hats. Thanks to the included step sequencer, you can also create a pattern while shaping sounds.

> STARTING

After loading a preset into the UVI Workstation or MachFive 3, you'll find the following graphic interfaces for UES DrumShaper. The included features allow to tweak the sounds in a very easy way.

> GLOBALS

This part of the UI allows you to select the desired editing screen, solo and mute a part, and adjust the overall volume of a section.

MIDI Mapping >	**BD**	B0 / C1	**SD**	D1 / E1
	CLAP	C#1 / D#1	**HH**	F#1 / G#1
	OPEN	A#1		
	PLAY/STOP PATTERN			C2

> BD PAGE mapped to B0 / C1

BD page is dedicated to Bass Drums (or Kick). It layers out 3 sections that are the essential components of an powerful BD : Attack, Body and Tone.

Each section features the right settings and samples so you can build your own BD in an instant. You can play with the HPF, LPF filter, Attack and Decay to easily stack the 3 sections and create a unique sound.

> ATTACK

• ON/OFF	Enable / Disable section
• VOLUME	Adjust volume level of the section
• TUNE	Pitch section in semitones/cents from -12 to +24
• HPF	Adjust highpass filter cutoff frequency
• DECAY	Adjust the length of the section
• AIR	Add reverb to the section
• LIST	Browse samples for the section by list
• Prev/Next	Browse previous or next sample of the list

> BODY

• ON/OFF Button	Enable / Disable section
• VOLUME	Adjust volume level of the section
• TUNE	Pitch section in semitones/cents from -12 to +24
• HPF	Adjust highpass filter cutoff frequency
• LPF	Adjust lowpass filter cutoff frequency
• ATTACK	Adjust the attack time of the section
• DECAY	Adjust the length of the section
• LIST	Browse samples for the section by list
• Prev/Next	Browse previous or next sample of the list

> TONE

• ON/OFF	Enable / Disable section
• VOLUME	Adjust volume level of the section
• PITCH	Select the note of the section from G0 to G1
• ATTACK	Adjust the attack time of the section
• DECAY	Adjust the length of the section
• DEPTH	Adjust amount of the pitch modulation
• RATE	Adjust speed of the pitch modulation

> SD PAGE mapped to D1 / E1

SD page is dedicated to Snare Drums. It layers out 4 sound generators and a Globals section that are the essential components to build quickly sharp and «right into the mix» snares.

> MAIN

- ON/OFF — Enable / Disable section
- VOLUME — Adjust volume level
- TUNE — Pitch section in semitones,cents from -12 to +24
- LIST — Browse samples by list
- Prev/Next — Browse previous or next sample

> SECTION 1 & 2

- ON/OFF — Enabled / Disable section
- VOLUME — Adjust volume level
- Tune — Pitch section in semitones/cents from -12 to +24
- HPF — Adjust highpass filter cutoff frequency
- PAN — Adjust panoramic
- LIST — Browse samples by list
- Prev/Next — Browse previous or next sample

> GLOBALS

- HPF — Adjust Highpass filter cutoff frequency of the section
- LPF — Adjust Lowpass filter cutoff frequency of the section
- DECAY — Adjust the length of the section
- SPARKLE — Add reverb to the section

> TONE

- ON/OFF — Enable / Disable section
- VOLUME — Adjust volume level of the section
- PITCH — Select the note of the section from C to C
- ATTACK — Adjust the attack time of the section
- DECAY — Adjust the length of the section
- DEPTH — Adjust amount of the pitch modulation
- RATE — Adjust speed of the pitch modulation

> CLAP PAGE mapped to C#1 / D#1

CLAP page proposes some unique features to create Electro oriented Claps. A proprietary MODE combined with a detune knob, will alow to make them sound larger an deeper.

> SECTION 1 & 2

- ON/OFF — Enable / Disable section
- VOLUME — Adjust volume level of the section
- TUNE — Pitch section in semitones,cents from -12 to +24
- MODE — Change CLAP mode from simple to deeper
- DETUNE — Adjust the amount of Detune of the CLAP mode
- HPF — Adjust highpass filter cutoff frequency of the section
- LIST — Browse samples by list
- Prev/Next — Browse previous or next sample

> GLOBALS

- OFFSET — Adjust time between section 1 and 2
- LPF — Adjust lowpass filter cutoff frequency of the section
- FREQ — Adjust frequency of the EQ
- GAIN — Adjust gain amount of the EQ
- SNAP — Add a snappy sound to your clap
- DECAY — Adjust the length of the section
- DELAY — Add delay effect on section

> HH PAGE

> CLOSED (sample) mapped to F#1 / G#1

- ON/OFF — Enable / Disable section
- VOLUME — Adjust volume level
- TUNE — Pitch section in semitones,cents from -12 to +24
- HPF — Adjust highpass filter cutoff frequency
- LPF — Adjust lowpass filter cutoff frequency
- DECAY — Adjust the length of the section
- SPARKLE — Add reverb to the section
- LIST — Browse samples by list
- Prev/Next — Browse previous or next sample

> ELECTRO (analog modeling) mapped on F#1 / G#1

- ON/OFF — Enable / Disable section
- VOLUME — Adjust volume level
- HPF — Adjust Highpass filter cutoff frequency
- FREQ — Adjust frequency of the EQ
- GAIN — Adjust gain amount of the EQ
- DECAY — Adjust the length of the section
- Curve — Linear or Exponential curve for DECAY
- DELAY — Add delay effect
- SPARKLE — Add reverb to the section

> OPEN mapped on A#1

- ON/OFF — Enable / Disable section
- VOLUME — Adjust volume level
- Tune — Pitch section in semitones/cents from -12 to +24
- HPF — Adjust highpass filter cutoff frequency
- LPF — Adjust lowpass filter cutoff frequency
- DECAY — Adjust the length of the section
- DRIVE — Adjust DRIVE amount of the section
- SPARKLE — Add reverb to the section
- LIST — Browse samples by list
- Prev/Next — Browse previous or next sample

> PATTERN

> STEP SEQUENCER

On the 16 step you can choose between 3 different states :

Off: no sound triggered
Red: sound triggered at maximum volume
Orange: sound triggered at medium volume

> CONTROLS

Launch the pattern (also mapped to C2)

Clear current pattern

Adjust the amount of Groove/Swing

Use to shift the CLAP only

> SYNCHRONIZATION

All 8 pattern are synchronized to the
UVI Workstation or MachFive 3 main tempo.

Both can be synchronized to a host tempo.

UES MissionControl is where you can pick any loop from the Electro Suite construction kits to automatically mix and match them together. It's that simple, just press play or trigger a MIDI note from C1 to B1 and you're ready to go, everything will sound right with no hassle.

> STARTING

After loading the UES MissionControl into the UVI Workstation or MachFive 3, you'll find the following graphic interface The included features allow to tweak the sounds in a very easy way.

> GLOBAL SECTION

- PLAY/STOP — Play/Stop loops
- BOX — Select note

> DRUMS SECTION

- VOLUME — Adjust volume level
- ON/OFF — Play track
- S — Solo / Unsolo track
- M — Mute / Unmute track
- PAN — Adjust panorama of the track
- LP — Adjust pow pass filter cutoff frequency
- HP — Adjust high pass filter cutoff frequency
- TUNE — Adjust pitch of the track in semitones/cents
- List — Browse loops by list
- Prev/Next — Browse next or previous loop

> MUSICAL SECTION

- VOLUME — Adjust volume level
- ON/OFF — Play track
- S — Solo / Unsolo track
- M — Mute / Unmute track
- PAN — Adjust panorama of the track
- LP — Adjust low pass filter cutoff frequency
- HP — Adjust high pass filter cutoff frequency
- Octave — Adjust pitch of the track from -1 to +1 Octave
- List — Browse loops by list
- Prev/Next — Browse next or previous loop

UES SweepMachine is the only tool ever dedicated to create noise sweep. As for all the Electro Suite instruments, it's ultra easy to use: just trigger a MIDI note, select one of the four presets, set the number of bars you want for the sweep duration and that's it ! Three noise generators are available including a Sub Noise and a Metal one.

> STARTING

After loading a the UES SweepMachine in UVI Workstation or MachFive 3, you'll find the following graphic interface.The included features allow to tweak the sounds in an easy way.

> PRESETS

The 4 included presets are good starting point to customize your own ones.

> NOISE

• NOISE	Enable / Disable NOISE Oscillator
• LIST	Select waveform
• VOL	Adjust volume level
• Q	Resonance amount of the filter
• FILTER	Select filter type

> SUB NOISE

• SUB NOISE	Enable / Disable SUB NOISE Oscillator
• VOL	Adjust volume level
• Q	Resonance amount of the filter
• FILTER	Select filter Type

> METAL

• METAL	Enable / Disable METAL Oscillator
• LIST	Select METAL type
• VOL	Adjust volume level
• Q	Resonance amount of the filter
• FILTER	Select Fflter Type

> SWEEP CONTROL

• IN	Enable / Disable envelope start from 0 to Full
• OU	Enable / Disable envelope start from Full to 0
• MODWHEEL	Control the filter with the modwheel
• BARS SLIDER	(if modwheel is OFF) select Numbers of BARS for the envelope to go from 0 to full
• CURVE	Select curve of the envelope

> LFO

• LIST	Select Waveform
• SYNC	Enable / Disable sync LFO to host tempo
• SPEED	Speed of the LFO
• MAX DEPTH	Adjust maximum depth of the LFO
• RISE TO DEPTH	Adjust time for the LFO to go to the maximum depth (MAX DEPTH)
• RISE TO SPEED	Adjust time for the LFO to go to the maximum speed (SPEED)

> FLANGER

• ON/OFF	Enable / Disable effect
• FEEDBACK	Adjust the amount of reinjected signal.
• MIX	Adjust the Dry/Wet weighting

> DELAY

• ON/OFF	Enable /Disable effect
• TIME	Adjust the delay time
• FEEDBACK	Adjust the amount of reinjected signal
• MIX	Adjust the Dry/Wet weighting

> SPARKLE

• MIX	Adjust the Dry/Wet weighting
• SIZE	Adjust the size of the room
• DECAY	Adjust the RT60 of the reverb
• COLOR	Adjust the filter of the reverb

CREDITS

UVI
sounds and software

Production

Univers Sons / UVI.net

Recording / Editing / Sound Design

Damien Vallet
Emmanuel Usai
Alain J Etchart

Mastering

Chris Gerhinger / Sterling Sound / New York

Scripting & Software

Olivier Tristan
Remy Muller

Graphic Design

Anthony Hak
Nathaniel Reeves

ELECTRO
SUITE